Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 10 779, 510 **CLAIMS AS FILED - PART I SMALL ENTITY** OTHER THAN (Column 1) (Column 2) TYPE [SMALL ENTITY OR **TOTAL CLAIMS** 40 RATE FEE RATE FEE **FOR** NUMBER FILED **BASIC FEE NUMBER EXTRA** 385.00 BASIC FEE 770.00 OR TOTAL CHARGEABLE CLAIMS ム(1) minus 20= つひ XS 9= X\$18= OR 360 INDEPENDENT CLAIMS minus 3 =X43= X86= OR 72 MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL 3c2 CLAIMS AS AMENDED - PART II OTHER THAN SMALL ENTITY (Column 1) OR SMALL ENTITY (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-4 REMAINING NUMBER **PRESENT** RATE TIONAL RATE **AFTER** TIONAL **PREVIOUSLY EXTRA AMENDMENT** PAID FOR **FEE FEE** Total AMEND Minus X\$ 9= X\$18= OR Independent Minus X43 =X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM 1,15,24,29,37 +145= +290= OR TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST 8 ADDI-ADDI-REMAINING NUMBER **PRESENT** AMENDMENT AFTER RATE TIONAL **PREVIOUSLY EXTRA** RATE TIONAL **AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus = X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +145= +290= OR TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column²) (Column 3) CLAIMS HIGHEST ADDI-REMAINING ADDI-NUMBER PRESENT **AMENDMENT AFTER PREVIOUSLY RATE** TIONAL **EXTRA** RATE TIONAL **AMENDMENT** PAID FOR FEE FEE **Total** Minus X\$ 9= X\$18= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +145= +290= OR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." OR ADDIT. FEE ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.